

Reach the Target— Decimals and Place Value

Name: _____

You will use your estimation skills to identify the location of a tick mark on a number line.

EXPLORE

1. Open **Reach the Target --Decimals and Place Value.gsp**.
Go to page “Units.”

Your goal is to figure out the location of the green tick mark. To do so, you will move the blue tick mark so that it sits at the same location as the green tick mark. Follow these steps:

- Press *Start!* to begin. (You only need to press *Start!* the first time you play.)
- Enter a new number in the blue box. This is your guess for the location of the green tick mark.
- Click outside the box. The blue tick mark will move to the location you entered.
- If the blue tick mark doesn't land on the green tick mark, keep entering new predictions.
- Press *Show Target Value* to check your final answer.
- Press *New Target* to play again.
- Keep track of your estimates and targets in the table on the next page.
- When the “Units” page becomes too easy, move on to the other pages in the sketch.

